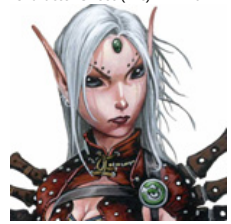


Helena

Bjorn

Character Sheet (Art) - v. 2.0.14



CHARACTER BIO

Helena is a **134** year old, **Medium** sized, **Female Elf**, **Wood**, with **Green** eyes and **Blond** hair. She stands **6' 5"** tall and weighs **130 pounds**. Her world view is **Chaotic Neutral** in nature.

CHARACTER LEVEL	CLASSES and LEVELS
6	Rogue 6

CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
15,000	21,000	6,000	

HP TRACK	NON LETHAL	AC TRACK
----------	------------	----------

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES
STR	10	+0			HP POINTS 34	6d6		SPEED MOVE 30
DEX	19	+4			AC ARMOR 16	16	14	10
CON	16	+3						10
INT	10	+0						0
WIS	11	+0						0
CHA	14	+2						+6

FORTITUDE CON	REFLEX DEX	WILL WIS
+5	+9	+2
= 2 + 3 + 0 + 0	= 5 + 4 + 0 + 0	= 2 + 0 + 0 + 0

BASE ATTACK	INITIATIVE MODIFIER
+4	+4
= 4 + 0	= 4 + 0

GRAPPLE ATTACK BONUS	MELEE ATTACK BONUS	RANGED ATTACK BONUS
+4	+4	+8
= 4 + 0 + 0 + 0	= 4 + 0 + 0 + 0	= 4 + 4 + 0 + 0

SKILLS

NAME (KEY ABILITY)

- wAppraise (*Int*)
- wBalance (*Dex*)*
- wBluff (*Cha*)
- wClimb (*Str*)*
- wConcentration (*Con*)
- wControl Shape (*Wis*)
- wDiplomacy (*Cha*)
- Disable Device (*Int*)
- wDisguise (*Cha*)
- wEscape Artist (*Dex*)*
- wForgery (*Int*)
- wGather Information (*Cha*)
- wHeal (*Wis*)
- wHide (*Dex*)*
- wIntimidate (*Cha*)
- wJump (*Str*)*
- wListen (*Wis*)
- wLiteracy (*)*
- wMove Silently (*Dex*)*
- Open Lock (*Dex*)
- wPerform-Act (*Cha*)
- wPerform-Comedy (*Cha*)
- wPerform-Dance (*Cha*)
- Perform-Keyboard Instruments (*Cha*)
- wPerform-Oratory (*Cha*)
- wPerform-Percussion (*Cha*)
- wPerform-Sing (*Cha*)
- wPerform-String Instruments (*Cha*)
- wPerform-Weapon Drill (*Cha*)
- wPerform-Wind Instruments (*Cha*)
- wRemote View (*Int*)
- wRide (*Dex*)
- wSearch (*Int*)
- wSense Motive (*Wis*)
- Sleight of Hand (*Dex*)*
- wSpot (*Wis*)
- wSurvival (*Wis*)
- wSwim (*Str*)*
- wTrade (*Cha*)
- Tumble (*Dex*)*
- Use Magic Device (*Cha*)

MAX RANKS 9/4.5

TOT	RNK	ABL	MSC
1	=	1	+ 0
9	=	5	+ 4
2	=	+	+ 2
4	=	4	+ 0
3	=	+	+ 3
0	=	+	+ 0
2	=	+	+ 2
2	=	4	+ 0 - 2
6	=	4	+ 2
5	=	1	+ 4
7	=	7	+ 0
2	=	+	+ 2
0	=	+	+ 0
13	=	4	+ 4 + 5
2	=	+	+ 2
6	=	6	+ 0
6	=	4	+ 0 + 2
0	=	+	+ 0
8	=	4	+ 4
7	=	5	+ 4 - 2
2	=	+	+ 2
2	=	+	+ 2
2	=	+	+ 2
2	=	+	+ 2
2	=	+	+ 2
0	=	+	+ 0
6	=	2	+ 4
7	=	5	+ 0 + 2
0	=	+	+ 0
7	=	3	+ 4
6	=	4	+ 0 + 2
1	=	1	+ 0
0	=	+	+ 0
2	=	+	+ 2
9	=	3	+ 4 + 2
4	=	2	+ 2

WEAPONS (SIZE/DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL	LBS
I Blowngun (M/P)			x2	2
0 - 9 FT	10 - 19 FT	20 - 29 FT	30 - 39 FT	40 - 49 FT
4	2	0	-2	-4
I Dart, barbed (M/P)		1d4	18-20/x2	5
0 - 19 FT	20 - 39 FT	40 - 59 FT	60 - 79 FT	80 - 99 FT
8	6	4	2	0
I Dart, blowngun (10) (M/P)		1	x2	1/2
NAN - NAN FT	NAN - NAN FT	NAN - NAN FT	NAN - NAN FT	NAN - NAN FT
4	2	0	-2	-4
I Dart, hollow (M/P)		1d4	x2	1
0 - 19 FT	20 - 39 FT	40 - 59 FT	60 - 79 FT	80 - 99 FT
8	6	4	2	0
I Rapier (M/P)	4	1d6	18-20/x2	2
I Unarmed strike (M/B)	4	1d3	x2	-
I +2 Dagger (M/P)	6	1d4+2	19-20/x2	1
I Dagger (M/P)	4	1d4	19-20/x2	1

ARMOR (SIZE/WGT TYPE)	ARMOR BONUS	MAX DEX	ARMOR CHECK	SPELL FAIL	MAX SPEED	LBS
Leather (M/L)	+2	+6	0	10%	30 ft	15

wUse Rope (*Dex*)

4 = + 4

w Can be used untrained* Armor Check penalty** -1 per 5 lbs gear

EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS	EQUIPMENT DESCRIPTION	VALUE EACH	QTY	LBS
u Leather	10 g	1	15	y Paper (sheet) (10)	40 s	1	(-)
² Golden pearl	100 g	1	(-)	y Pouch, belt	1 g	1	(0½)
² Moonstone (2)	100 g	1	(-)	y Rope, silk (50 ft.) (2)	20 g	1	(10)
y Backpack	2 g	1	(2)	y Scroll Organizer	5 g	1	(0½)
y Belt, Fine	25 g	1	(-)	y Sealing wax	1 g	1	(1)
y Boots, High	5 s	1	(1)	y Sewing needle (5)	25 s	1	(-)
y Boots, Low	3 s	1	(0½)	y Sleep Poison	300 g	1	(-)
y Candle (10)	10 c	1	(-)	y Thieves` tools	30 g	1	(1)
y Canvas (sq. yd.) (2)	2 s	1	(2)	y Tunic, Velvet	2 g	1	(1)
y Chalk, 1 piece (5)	5 c	1	(-)	y Waterskin (full)	1 g	1	(4)
y Cloak, Wool	5 s	1	(3)	° +2 Dagger	8,302 g	3	(3)
y Coin: cp (36)	36 c	1	(0.7)	° Blowgun	1 g	1	(2)
y Coin: gp (315)	315 g	1	(6.3)	° Dagger	2 g	11	(11)
y Coin: sp (14)	14 s	1	(0.3)	° Dart, barbed	1 g	10	(50)
y Dress, Exquisite	75 g	1	(10)	° Dart, blowgun (10)	1 s	1	(0½)
y Eyeblast	500 g	1	(-)	° Dart, hollow	1 g	10	(10)
y Fishhook (10)	10 s	1	(-)	° Rapier	20 g	1	(2)
y Flint and steel	1 g	1	(-)	→ Cloak of Elvenkind	2,500 g	1	(1)
y Gloves, Leather	5 s	1	(-)				
y Horse, light	75 g	1	(-)				
y Ink (vial) (2)	16 g	1	(-)				
y Mirror, small steel (2)	20 g	1	(1)				
y Oil (pint)	1 s	1	(1)				

CARRIED WEIGHT | 1-33 | 34-66 | 67-100 | 100 | 200 | 500 | u Armor | ² Gem|Art | y Goods | 6 Potion | j Ring | d Rod
15 lbs | LIGHT | MEDIUM | HEAVY | OVER HEAD | OFF GRND | PUSH DRAG | b Scroll | v Shield | f Staff | ! Wand | ° Weapon | → Wondrous

FEATS	ARMOR LIGHT	ARMOR MEDIUM	ARMOR HEAVY	WEAPON SIMPLE	WEAPON MARTIAL	SHIELD
	Proficient	—	—	Proficient	—	—
Dodge — Receive a +1 dodge bonus to AC against attacks from one opponent. (PH93).						
Mobility — +4 dodge versus attacks of opportunity within a threatened area. (PH98).						
Roofwalker — Gain move, skill, and AC bonuses on rooftops (RoD156)						
PROTECTIVE ITEMS				BONUSES PROVIDED		LBS
Cloak of Elvenkind				Competence +5		1
This cloak grants a +5 competence bonus to Hide (DMG253).						

CLASS FEATURES
ROGUE
Corruption: 0
Depravity: 0
Evasion
Proficiency: Armor, Light
Proficiency: Rogue Weapons
Proficiency: Simple Weapons: All
Sneak Attack +3d6
Trap Sense +2
Trapfinding
Uncanny Dodge
SPECIAL QUALITIES
+2 Saves vs. Enchantment Spells and Effects
Immunity: Sleep Effects (Ex)
Low-light Vision (Ex)
LANGUAGES
Common, Elven
COINS
NEW COINS GAINED IN PLAY
36 cp
14 sp
315 gp
0 pp
317 gp <i>Total gp equivalent (approximate)</i>

MUCH THANKS TO...

Barak of CMP for the original sheet code and design. **Rlphay** for beta testing, bug reports, and the initial intelligent items section. **Thrombin** for the original Turning table, sections of the Spell Table, Touch AC code, Spell Prep corrections, Companion fix for Natural Armor and Epic bonus. **Lestat** for sections of the Spell Table.

Miscellaneous Notes

Member of thieves guild in Dull. Rnk. Burgelar (Dull Association of Thieves)

Location: Dull (3th Level)

Guild Leader: Motty (the Throath)

Contact: Efting (human)

Contact: Wisperhill (halfling)

Party Leden:

DM: Simon

Aimen (Bas)

Beorg (Feico)

Marcus (Bart)

Wout (NPC)

Kregar (Marcel)